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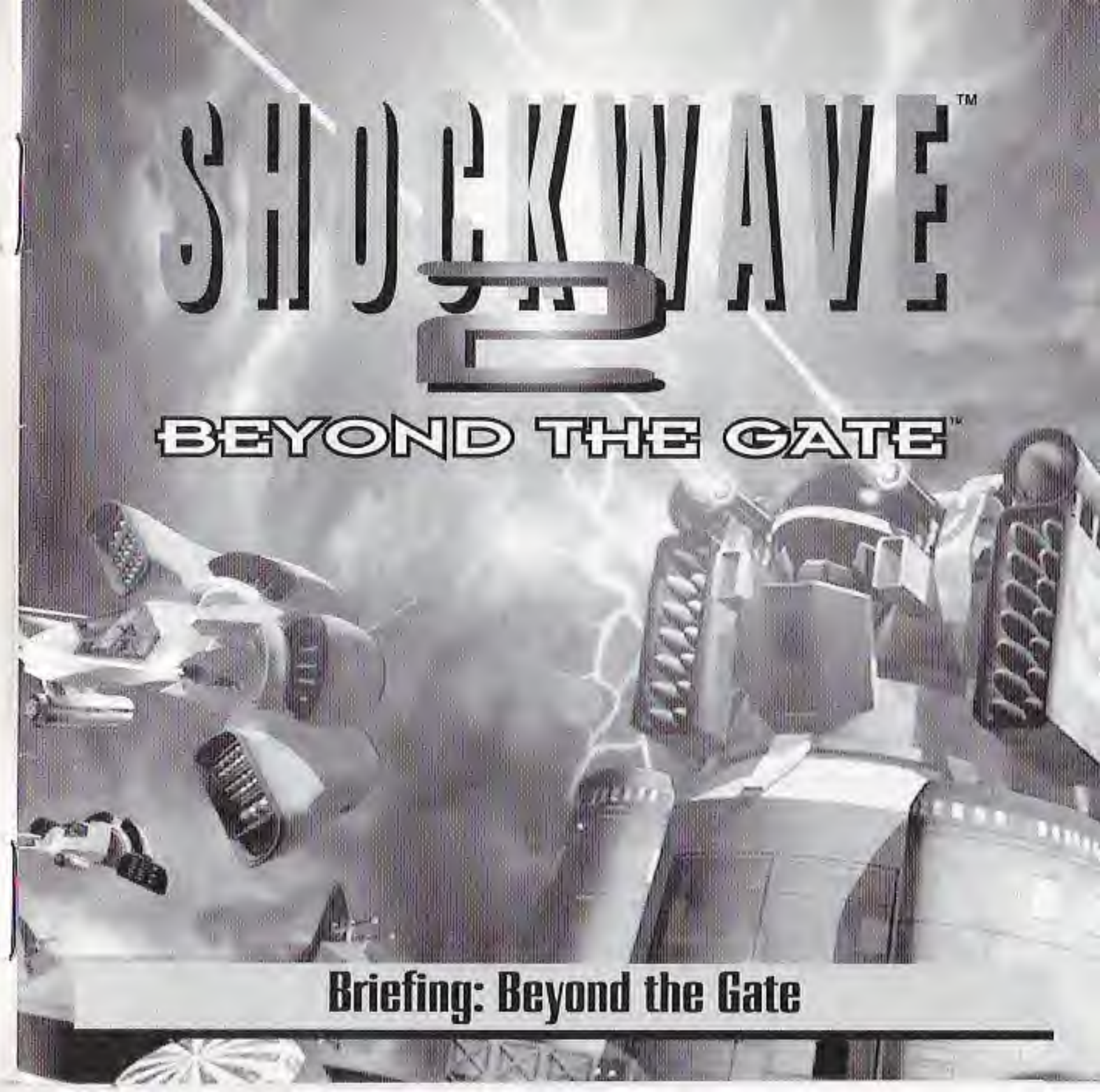
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WARNING:

READ BEFORE USING YOUR 300 INTERACTIVE MULTIPLAYER.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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SHOCKWAVE™ 2: BEYOND THE GATE™

In the twenty years since Commander Alaina Stewart's attempt to destroy the JumpGate ended the Alien Wars, the United Nations has deteriorated due to immense political and social upheavals. This weakness is exaggerated by the expanse of the human population to remote regions of the solar system. New human settlements and abandoned alien sites are recklessly pillaged for treasures and technology. The UN is forced to sanction quasi-military Privateers (pirate hunters) to protect new colonies from this recent pirate activity.

Our story begins at the site of an ongoing reclamation operation near the abandoned JumpGate where an important alien artifact has been discovered. Experts believe this artifact holds the secrets of the JumpGate and could unlock the deepest secrets of alien technology.

Drifting and unemployed in nearby space, Captain Avery Flynn and his crew of Privateers intercept a faint distress call originating from the reclamation point. When they arrive, there are no survivors and the alien artifact has vanished.

Flynn's ship, the *Cortez*, is suddenly attacked by an alien ship blasting its way toward the JumpGate. The artifact! His only chance to retrieve the alien artifact is to follow the ship through the gate, where no human has been before.

The *Cortez* survives the JumpGate, but the alien ship disappears. Marooned in an unfamiliar system, the crew of *The Cortez* lacks the means to return to their own system.

Now is the time for action. You are Captain Avery Flynn, commanding the *Cortez* through new worlds and civilizations. Everywhere you turn you find obscure alien defenses and a battle-hardened enemy ready to kill. Your goal is to find the alien artifact and return home safely. Survival depends on the instincts, skill, and loyalty of you and your crew. Good luck.

ALIEN ENCOUNTERS

Four alien races are engaged in a life or death struggle for power, and the *Cortez* is caught in the crossfire.

PERICATA

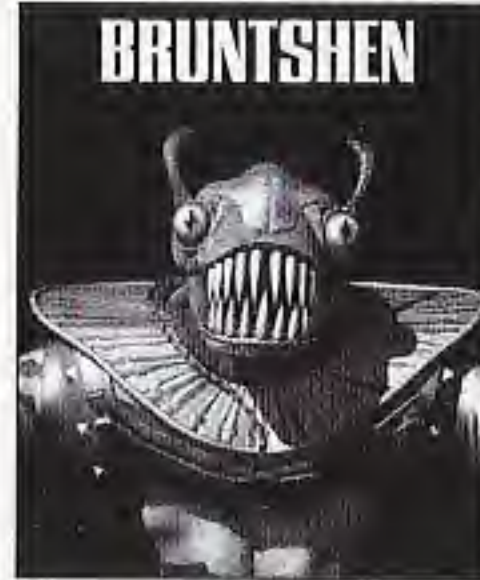


Those Who Feed On Neighbors

They are the aliens who attacked Earth 27 years ago. Their drive to survive and reproduce has sent them migrating through the JumpGate to find suitable worlds to aid in their evolution. All sense of morality and compassion has been lost and replaced with a machine-like drive to conquer and grow.

Their attack on Earth had been a side trip to reclaim eggs left in hibernation in order to start another reproduction cycle. The Pericata were surprised by Earth's combined defenses and the assault was defeated. However, outposts of Pericata remained throughout the solar system, tending to other reproductive and military needs. The asteroid just outside The JumpGate in Earth's solar system was used as the control post for all Pericata invasions to other worlds. In *Operation JumpGate™*, Commander Stewart pushed the Pericata back through the gate, forcing them to leave important alien technology behind.

BRUNTSHEN



Mercenary Outcasts

The Pericata destroyed the Bruntshen planet several thousand years ago, leaving the few survivors homeless and isolated. This created a new population of migrant workers and mercenaries who proved to be highly adaptable to the most severe conditions. This adaptability, as well as their disregard for danger and difficulty, make the Bruntshen extremely popular for unpleasant

duty. In addition, their apparent lack of compassion makes them excellent assassins and terrorists. They have the reputation for accepting any mission—for the right price.

It is rumored that their ultimate goal is to increase their numbers and colonize a planet similar to their lost homeworld. Interestingly, the Bruntshen homeworld was very similar to Earth.

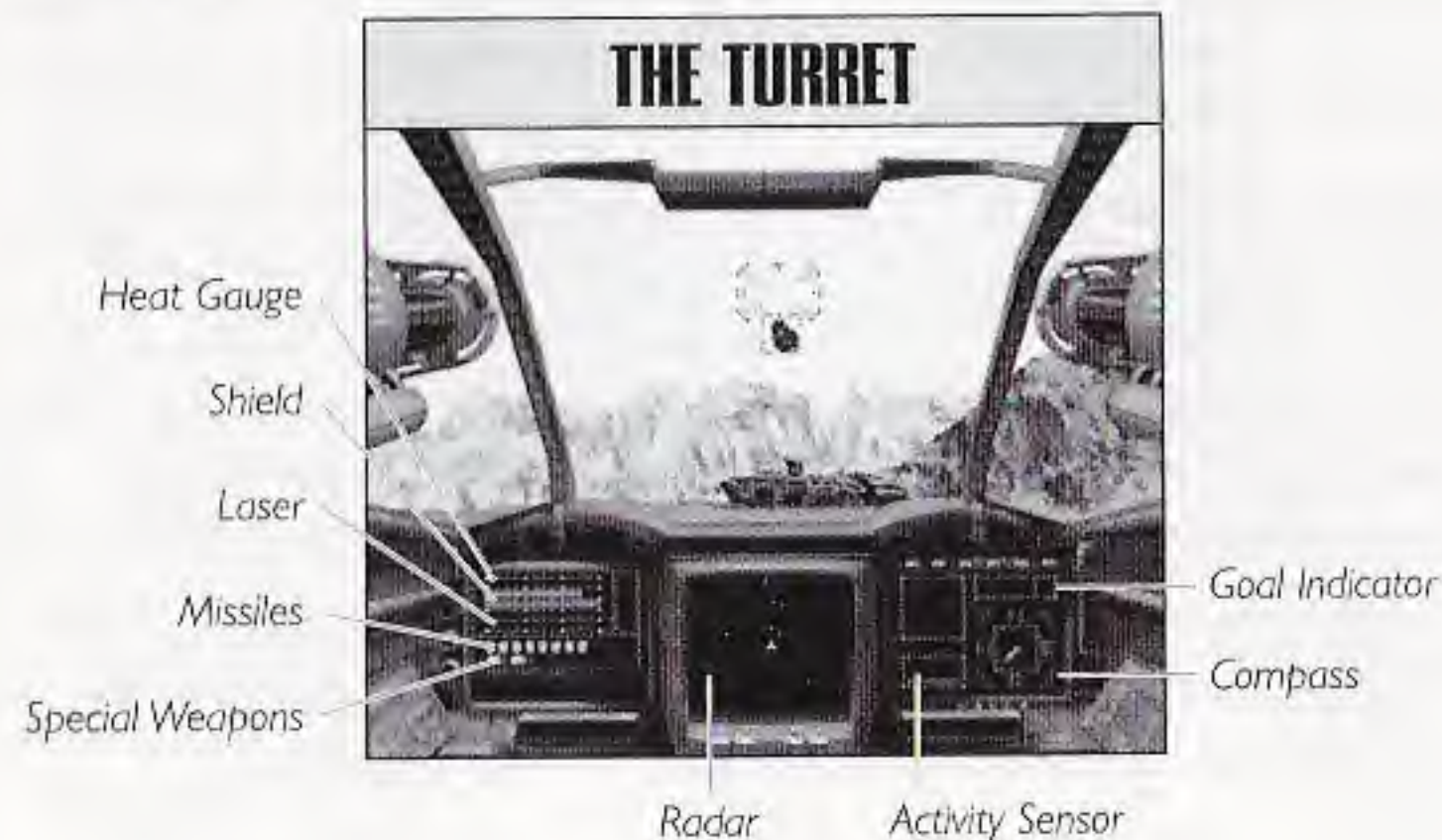
SYSTEM 1 INTELLIGENCE REPORT

MESKENI



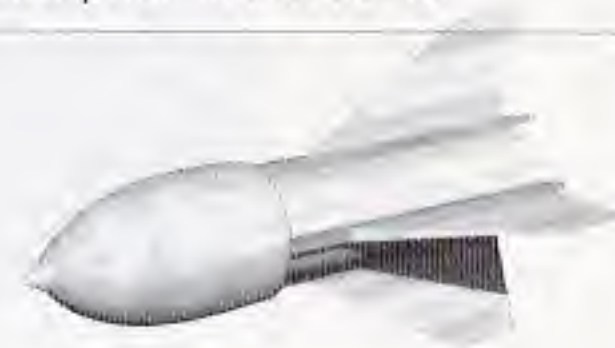
Meskeni is the key to system 1. A successful mission here is essential. You and your team are deployed to the planet surface to investigate a faint distress beacon. While the drop team explores, it is up to you to provide cover from the Turret. Long range scanners indicate large numbers of alien craft in the area.

THE TURRET



I.C.E. STRATEGY ANALYSIS

- Use the ion cannon and conserve ammo, or use lasers and keep them blasting. Be aware—the ion cannon can overheat.
- Airborne alien craft are often too quick for lasers or the ion cannon. Use the Piranha missiles as soon as you lock onto a target. If the Pericata are allowed to gain air superiority, they will continue to make quick strafing and missile runs, inflicting severe damage while you are engaged by ground forces.
- Keep the aliens busy—they'll come at you from every direction. Watch your back.
- Keep one eye on your radar. Spread your fire around.



HOELINWAA



A chloratic trail has been traced to the nearby planet Hoelinwaa. Expect heavy fortification. The alien forces would not have fled to this planet unless they were certain support would be waiting.

THE HOVERCRAFT



I.C.E. STRATEGY ANALYSIS

- When approaching the enemy outposts, keep moving. Make several high speed passes to avoid enemy shots.
- Load your craft with ion cannons. You need all the firepower you can muster for the heavy alien armor.
- First use the Piranha missiles to clear out airborne aliens. Your assaults on alien fortifications are more difficult if you're being attacked from behind and above.
- Enemy aircraft may be loaded with missiles. To buy time, hit the reverse thrusters on your Hovercraft and pick them off with your cannons or laser before they impact.
- Stay in close radio contact, and pay attention to your crew.

SARCONIA



Intelligence reports show the aliens have been holding the captured crew of the Omaha on the planet Sarconia. Your objective is to defeat the prison stronghold and free the prisoners. The aliens shed a lot of blood defeating the Omaha. Do not expect them to hand over the prisoners without a battle. You are in the fighter—hit them hard and fast.

THE FIGHTER



I.C.E. STRATEGY ANALYSIS

- Sarconia is guarded by an extremely powerful force field. Survival depends on technology and experience gained by defeating the other two planets in this system.
- The prison complex is too strong for an immediate frontal assault. It is imperative that you knock out the network of prison towers before facing the main prison turrets.
- Load your craft with ion cannons. There should be minimal interference with the deployment of refuelers, so do not hold back.
- Make several strafing runs when taking out the prison towers. Do not get in too close—their defenses are formidable.
- Engage all mobile alien craft away from the towers or other structures. Remember, the prisoners' safety is your priority here.

INTELLIGENCE REPORT—SUPPLEMENTAL

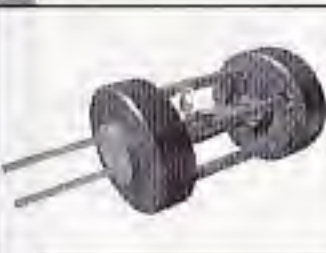
Intelligence indicates that there is insufficient data for I.C.E. Strategy Analysis on any other system. Data will become available once the JumpGate codes are obtained and processed.

SPECIAL WEAPONS INVENTORY

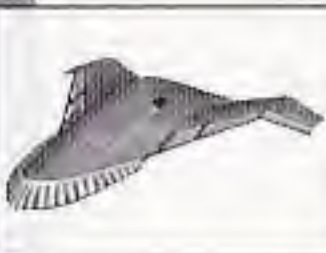
After a successful mission, Engineer Bill begins work on gathered alien wreckage to generate bigger and better defenses. You may find his special weapons saving your life.



Scanner—The Scanner provides an overhead map to aid in navigation. Since it is an automatic device, you do not need to activate it.



Transmitter—The Transmitter allows you to deactivate energy fields and explore an area. Since it is an automatic device, you do not need to activate it.



Heavy Ram Missile—The Heavy Ram is a self-guided ramming missile. Once locked on a target, it will run it down and ram it. If the Ram is not destroyed in the collision, it will automatically lock on to another target. It will continue this behavior until its shields have been depleted.



Light Nuke Missile—The Light Nuke is especially useful against large groups of objects. Be careful not to target anything too close to your vehicle, as the blast may deplete your shields.



Heavy Nuke Missile—The Heavy Nuke is the most destructive weapon in the arsenal. Its large blast radius can destroy multiple heavily armored targets.



Drop Tank—This extra fuel tank automatically gives extended range for long missions.



Extra Power Pack—This additional power module automatically extends gun charges and slows overheating.



Extra Shield Pack—This generator automatically provides extra shield coverage, allowing your craft to take more damage.



EMP Disrupter—When triggered, this device should destroy all enemy shots currently in the air and prevent them from firing for several seconds.

CREDITS

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Boom Operator - - - - - Marget Long

Gaffer - - - - - Darrell Flowers

Key Grip - - - - - Paul Meiss

Best Boy Grip - - - - - Brent Cyr

Best Boy Electric - - - - - Bruce Thompson

Stunt Coordinator - - - - - Mark Silence

Wardrobe Supervisor - - - - - Laura Haynes

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<i>The Major</i> -	Bruce Williams
<i>Alexindra</i> -	Molly McAlpine
<i>Lee</i> -	Ross Martineau
<i>Rusty</i> -	Corie Henninger
<i>Jenkins</i> -	Joseph Murphy
<i>Capt. Flynn</i> -	James Cunningham
<i>Marshall</i> -	Christina James
<i>Voice of I.C.E.</i> -	Kristina Holland
<i>Capt. Rook</i> -	Brent St. Clair
<i>Rook's Navigator</i> -	Scott McClain

<i>Sergeant Steele</i> -	Chuck Austen
<i>Engineer Bill</i> -	Tahmus Rounds
<i>Dr. Watkins</i> -	Charles Orange
<i>Counselor Bob</i> -	William Hall
<i>Bin Kar</i> -	Chuck Hilbert
<i>Truk</i> -	Sherman Koltz
<i>Jol Bet</i> -	David Silverman
<i>Trooper</i> -	Michael Ching
<i>Trooper</i> -	Celia Shuman
<i>Guard</i> -	Steve Lee
<i>Dr. Yamada</i> -	Randall Nakano
<i>Sensci Leader</i> -	Nick Scoggin
<i>Droid</i> -	Himself

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